

Adam Bolton

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His Story

3D Character Artist and Digital Sculptor Adam Bolton is a ten-year veteran of the video game industry. Over the course of four-and-a-half years, Adam worked to create the main characters of Bioshock Infinite at Irrational Games. Working closely with Ken Levine, from the conceptual pre-production phase until post-release, Adam defined the look of Elizabeth, Songbird, Handyman, Comstock and many more characters. His most recent work has been crafting unique boss characters for Destiny 2 at Bungie.

Adam takes characters from concept to rigging along a production pipeline. Modeling, creating texture maps, materials, weighting to rig, export and import into game engines. His greatest passions are three-dimensional art, games, music, and martial arts.

Adam is interested in digital sculpting and modeling for film, games, TV, toys and collectibles, virtual reality entertainment and simulation. Presently, he has taken a keen interest in the possibilities of VR.

Professional Experience

Apple

Technical Artist | 2018 – Present

TBA

Bungie

Senior Character Artist | 2016 – 2018

Destiny 2 (PS4, Xbox One, PC)

Amazon Game Studios

Character Artist | 2013 – 2016

New World (PC)

Sev Zero (Amazon Fire TV)

Irrational Games

Character Artist | 2008 – 2013

Bioshock Infinite (PS3, Xbox360, PC)

Bioshock Infinite: Burial at Sea, Parts 1 & 2 (PS3, Xbox360, PC)

Obsidian Entertainment

Character Artist | 2007 – 2008

Canceled Project (PS3, Xbox360, PC)

Education

Vancouver Film School

3D Animation and Visual Effects | 2006 – 2007

- Advanced Clay Figure Modeling
- Advanced 3D Modeling
- Texturing and Rendering
- Character Design
- 2D Animation
- 3D Animation

Montserrat College of Art

Foundation Art Education | 2002 – 2003

- Clay Figure Modeling
- Drawing
- Life Drawing
- Painting
- Sculpture
- Graphic Design

Software

- Autodesk Creative Suite
- Adobe Creative Suite
- Algorithmic Substance Painter
- Pixologic Zbrush
- Pilgway 3D Coat
- Unity Engine
- Epic Unreal Engine
- CryTek CryEngine
- Amazon Lumberyard

Skills

- 3D Modeling
- 3D Rendering
- Digital Painting
- Digital Sculpting
- Character Design
- Game Development